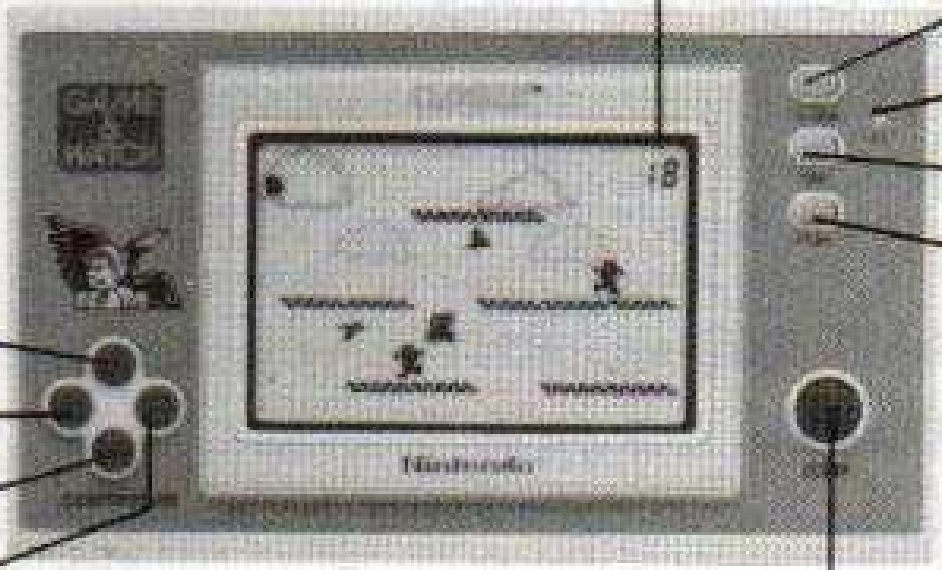
ELECTRONIC GAME & WATCH™

CLIMBER™ (DR-106)



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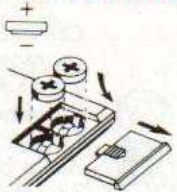
OBJECT OF THE GAME / GAME DESCRIPTION

CLIMBER, a boy with wisdom and courage, one day, sets out on a training trip to the Block Mountain where the Blockmen live to become warrior.
On the way, he meets Lord Meiji who grants him a boots which will enable him to jump very high, an armor to break the ceiling and a head band which will help him find a sword that can slash a dragon with one stroke. How many of the obstacles is the Climber going to be able to overcome with the help of the mysterious bird, Hentori and continue his quest?

INSERTING THE BATTERY (REPLACEMENT OF BATTERY)

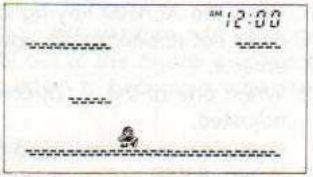
1. Remove the battery cover from the back of the unit sliding it off in the direction shown.
2. Install the battery with the + side facing up.
3. Close the lid in reverse procedure of 1.



- This game uses two LR44 or SR44 batteries.
- When the battery power weakens, the character display becomes vague and sound becomes low or completely diminished. In such cases, immediately replace the battery. (If exhausted battery is left in the unit, it may result to damaging the game.)

4. When ACL switch is pressed lightly with a sharp-pointed instrument, few seconds later AM 12:00 will be displayed.
- Carefully read the instruction on the battery package.

TIME SET



1. When ACL switch is pressed with a sharp-pointed instrument and released, after 2 or 3 seconds, the display shown in the diagram will appear.
- If you wish to set the time without erasing the highest score or alarm, keeping the TIME key depressed, press and release the ALARM key.

2. When one of the ○○ Direction button is pressed, the hours can be adjusted. (Be sure to check AM and PM)
3. When JUMP button is pressed, minutes can be adjusted.
4. By adjusting in accordance with above method and then pressing the TIME key, the clock will start. Pattern display moves every second.

NOTE: *ACL switch should not be depressed for an extended time of period as it will result in high battery consumption.*

ALARM SET

1. Push the ALARM key lightly. Alarm Bell should appear. If Bell does not appear, push again. Alarm is set when Bell is on the screen.
2. When one of the ◌◌ Direction button is pushed, time can be adjusted.
   Note: *Be sure to check AM & PM.*
3. When JUMP button is pressed, minutes can be adjusted.
4. When TIME key is pressed after above steps have been completed, the Alarm is set and ready.
5. At the Alarm time, Bell Bug appears and sounds the Alarm. Alarm sound continues on for about 20 seconds. To turn off alarm, push the TIME key.
   Note: *When in the middle of a game at alarm time, Bell Bug will only swing the bell but there will be no sounds.*
6. To check Alarm time, press TIME key. Alarm time appears only while the TIME key is depressed.

APPEARING CHARACTERS

CLIMBER — A boy with wisdom and courage sets out to the mysterious Block Mountain to become a warrior.

BLOCKMAN — Native of the Block Mountain.

EYEROM — BLOCKMAN's brutal pet bird.

HENTORI (Bonus bird) — Follower of the Lord Meiji.

DRAGALO — The big boss of the Block Mountain.

HOW TO PLAY

CONTROL BUTTONS

Jump Button: Pressed when jumping onto upper level floors or when jumping over enemies, etc.

Direction Button: LEFT & RIGHT button move Climber to the left and right. UP & DOWN button are only used to draw a sword from the top or bottom to stab the monster.

•Press RIGHT button when Climber is on the right side edge of the screen and Climber will appear on the left side edge of the screen.

•Press Jump button and Climber punches through upper floor.

•Press Jump button and quickly press LEFT or RIGHT Direction button.

STARTING OF GAME

•Press the Game key. While the key is depressed, the Top score is displayed. When the key is released, the game starts. (Top score is erased when ACL switch is pressed or the battery is removed.)

•After P-1 (Phase 1) is displayed, "25" will appear. This number represents the number of steps to the top of the Fortress. During the game, this number will always be on display and each time a step is climbed, the number reduces.

•A blinking Climber will appear. In this condition, it is still in the waiting stage and until the LEFT or RIGHT button is pressed, even if the Climber runs into an enemy, it will not become a miss. Let's make the Climber go to the top of the Fortress with the ✣ Direction button and the Jump button.

•For those who are confident of their skill, while pressing down on the Game key, press the Jump button and then releasing the Game key, try playing the game. It will start from phase 6.

•If you wish to play the game without any sounds, press the left & down ✣ button simultaneously and keeping it depressed, push the Game key. This will enable you to enjoy playing the game quietly.

POINTS

When Climber goes up a step, 1 point is added. When he jumps and is caught by the Bonus bird, 20 points and when a monster is defeated, 30 points are added.
Maximum score displayed is 999 and maximum number of phase is 99.

Note: *While in play mode, the number of remaining steps up to the top are displayed. When any misses or when the top is reached, in place of the remaining step numbers, it will change to number of points earned. Before game starts again, phase number (i.e. P1) will be displayed.*

MISSES

When the Climber — bumps into Blockman,
— hits Eyerom during jump,
— falls of the floor,

it becomes a miss and a miss is added, then the Climber is dropped 7 steps from where the miss was made. (It will not drop below the lowest floor). When 3 misses are made, the game ends. If after the game is finished and none of the button is pressed, approximately 5 minutes, later, the display will automatically go into Time mode.

BONUS

When the top is reached, Bonus bird appears. If you can grab the bird, 20 points are added. Even if you are unable to grab the bird after 2 attempts, it will not become a miss and you will be able to go to the next phase.

Also, at every 5 phases, a monster will appear at the top of the fortress. The monster will be moving up and down at random. When the top or bottom of ✥ Direction button is pressed while the Climber is in the middle of a jump, it will draw a sword from the top or bottom to stab the monster. (Even if selection is not made, the sword will appear on either the top or bottom).
If the monster is successfully stabbed, 30 points are added.
When 300 points are earned, fanfare sounds and the misses are erased.

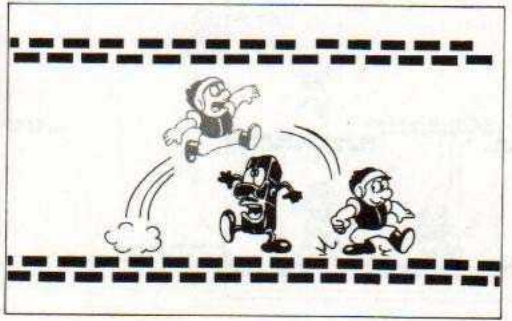
''Magical Floor''

As you continue to punch the floor, sometimes a glittering floor will appear. This is a magic floor. If you can hop onto this glittering floor, you will be able to climb 7 steps automatically.

TECHNIQUES

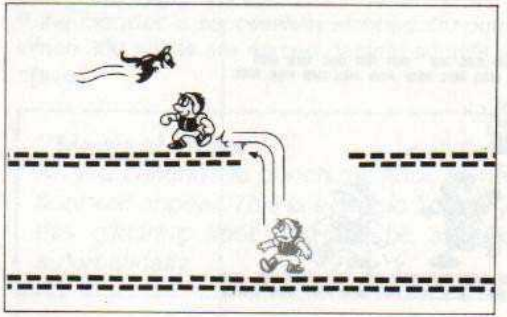
JUMPING OVER BLOCKMAN

Can jump over Blockman without touching the upper floor by jumping and immediately pressing the Left or Right Direction Button.



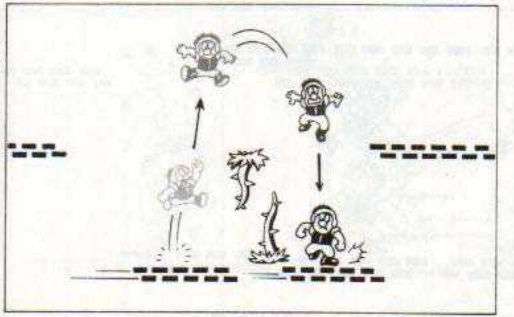
AVOID HITTING THE EYEROM

By jumping up to the same level of the upper floor and pressing the Left or Right Direction button, you will be able to make the Climber go up one step without hitting against the Eyerom in the upper level.



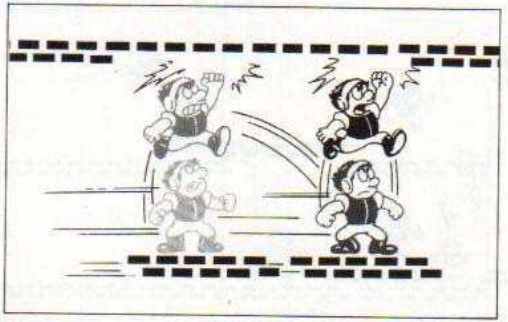
MASTERING THE MOVING FLOOR A

When you are on the moving floor, jump to the highest level and by pressing the Left or Right Direction button you will be able to land on the same floor as you were on before the jump.



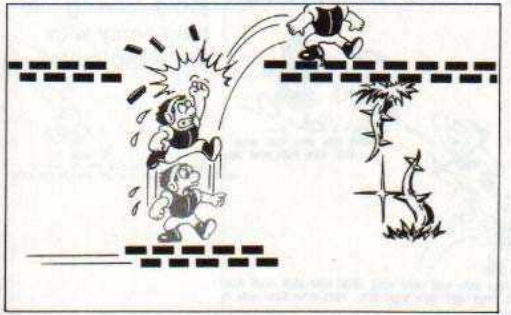
MASTERING THE MOVING FLOOR B

When another layer of floor is formed on the surface of the upper floor, by breaking the floor from the bottom little by little, you will be able to go up safely.



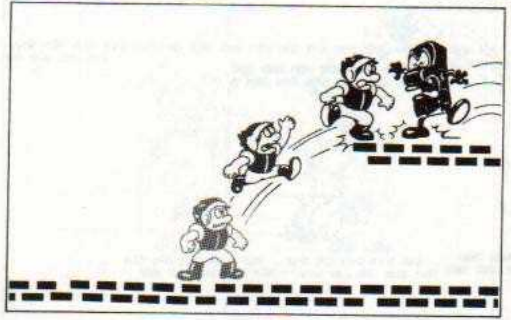
MASTERING THE MOVING FLOOR C

If you should approach a thorny plant when you are on a moving floor, you must work fast by punching out the floor above you quickly twice and then jump onto the upper level.



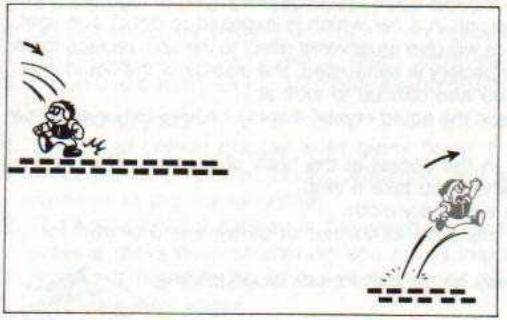
BE CAREFUL OF ENEMIES ON THE LEFT AND RIGHT SIDE END

When you jump onto a floor on the left or right side ends of the display, sometimes, an enemy might appear all of a sudden, so be very careful. If you should run into such a situation, try to avoid running into the enemy with the Jump button.



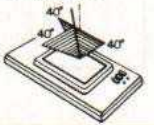
JUMP-THROUGH

In a situation shown in the below diagram, normally, you would have to wait until another floor comes by on which to jump on. However, instead of waiting, you will be able to jump from the right end to the left end upper level floor of the screen.



CAUTIONS

1. Do not use pencil or pin when pressing ACL or ALARM switch.
2. As the unit is made of precise electronic components, avoid the use and storage at an extreme temperature or heavy shocks.
3. Especially at low temperatures, the response speed may slow down or the lighting may fail. As the liquid crystal is destroyed at high temperature, never leave the unit in a car which is exposed to direct sun light.
4. As exhausted batteries will give an adverse effect to the unit, replace them without delay. (If the battery is exhausted, the display of the liquid crystal will become vague and difficult to look at.)
5. Be careful not to press the liquid crystal display heavily. Otherwise, the display may fail.
6. Do not put the unit in the pocket at the back of trousers. The display may be damaged when you take a seat.
7. Wipe any dust with a soft dry cloth.
8. Do not use volatile oils such as thinner or benzine and alcohol for wiping.
9. The liquid crystal may be difficult to look at depending upon the angle.
   The best angle at which to look is as illustrated in the figure.



BATTERY AND LIQUID CRYSTAL

*Battery

1. When battery is removed from GAME & WATCH, be sure to keep it out of reach of children.
2. Battery life is the same whether installed in game or removed.
3. If a battery should be swallowed, call doctor immediately.
4. Do not recharge battery or place it on metal or aluminum sheet. Be careful not to carry two or more batteries in the pocket.
5. Do no use battery as toy. Use only as intended in GAME & WATCH.

* Liquid crystal

1. The liquid crystal display uses glass parts. It should not be dropped, hit or placed under pressure. Any of these can cause damage to the liquid crystal.
2. The liquid crystal display is designed as best as possible to prevent glass from shattering and liquid leaking if the display is broken. If, however, liquid does contact the skin, wash immediately with soap and water.

SPECIFICATIONS

Accuracy of the clock : Average daily differential within ±3 secs. (under normal temperature)

Battery : Two Button type batteries (LR44 or SR44)

Life of the battery : For clock display
Approx. 6 months on LR44
Approx. 12 months on SR44
For one-hour-game a day
Approx. 5 months on LR44

Working temperature : 10 °C to 40 °C (50 °F to 104 °F)

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PRINTED IN JAPAN